

Fateful Crossings

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INT. BRIEFING ROOM - MID-AFTERNOON.

Colonel Henderson is busy looking at several folders of paperwork when Major Stevenson bursts in.

COLONEL HENDERSON

Major, somehow I was expecting you.

MAJOR STEVENSON

Sir, you can't do this!

COLONEL HENDERSON

I'm sorry Major. Due to our current situation, we have been ordered to get you and your team back in action as soon as possible.

MAJOR STEVENSON

I'm not ready to go back into combat. Not after what just happened.

COLONEL HENDERSON

I know the loss of two members of your team has been tough, but you've got to get over it. Your leadership skills and experience fighting the Goa'uld are badly needed. Many of our colonies are under intermittent attack, and you are one of the best people here to organize our defenses.

MAJOR STEVENSON

But colonel, I don't think either myself or Captain Daniels is ready to face the Goa'uld in combat just yet.

COLONEL HENDERSON

I tend to agree with you. That's why your first mission will have nothing to do with the current situation.

MAJOR STEVENSON

Colonel, won't you reconsider? Please, give us a couple more weeks to recover.

COLONEL HENDERSON

I'm sorry Major. The general has given you all the time he can. These orders are coming from higher up. I've avoided them as long as possible, but there is not a good reason for them not to be followed at this point. You are in perfect medical condition now.

MAJOR STEVENSON

Colonel?

COLONEL HENDERSON

Major Stevenson, that's all I can do. Your briefing is at 13:00 hours tomorrow. You will be introduced to your new team member then. Dismissed.

Major Stevenson leaves the room dejectedly. Colonel Henderson watches him leave. After the door closes, he shakes his head and goes back to his paperwork.

FADE OUT

INT. BRIEFING ROOM - NEXT AFTERNOON

Captain Lanair is already in the briefing room when Major Stevenson and Captain Daniels arrive. She snaps to attention and salutes.

CAPTAIN LANAIR

Good afternoon, sir.

MAJOR STEVENSON

Who are you? Oh, let me guess. You're the new person on my team.

CAPTAIN LANAIR

Captain Lanair, sir. Reporting for duty as ordered.

MAJOR STEVENSON

Cut the sir business. That could get old really fast. And I'm not the one giving orders around here.

(to himself)

If I were, a few things would change.

CAPTAIN LANAIR

Sir?

(catches herself)

Oh, sorry.

MAJOR STEVENSON

Sit down captain. How did you get assigned to my team?

CAPTAIN LANAIR

I was due for a promotion. I can assure you, I am fully qualified for the job. I've been working on the stargate now for three years, and am well versed in all the operations of the gate and in the theoretical physics behind it. I've even suggested some improvements for the dialing program. They were accepted, I might add.

MAJOR STEVENSON

One of those. Just what I need.
Another scientist to look after. Why
couldn't the general have ...

CAPTAIN LANAIR

(interrupting)

Sir, I might add that I have had a
considerable amount of special forces
training and am a good shot too. It
does take more than just brains to get
on a stargate team.

MAJOR STEVENSON

We'll see about that. Just hope you
last longer than the last one.

CAPTAIN LANAIR

Si..., um, I mean, excuse me?

Captain Lanair looks confused, and Major Stevenson doesn't say
anything. After an awkward moment, Captain Daniels speaks up.

CAPTAIN DANIELS

An allusion to our last mission, I
believe.

CAPTAIN LANAIR

Oh, I'm sorry. I had read about that.
Major, no one blames you ...

She is cut short as the door opens and Colonel Henderson walks in.
They all stand up and salute.

COLONEL HENDERSON

As you were. I see you all have already met. I hope you like her, Major. She is one of our best and brightest. I picked her myself.

Major Stevenson nods half-heartedly and sits down. The others follow suit.

Well, since I'm sure you all are anxious to get going, I'll keep this brief. Your mission is go to P3X-3798 and collect mineral samples. Our probe data shows a particularly mineral-rich region of rock outcroppings approximately 35 km from the stargate. It appears to have high concentrations of both naquida and trintium. Our technicians are quite interested in it as they hope the naquida will be of sufficiently high quality to aid in weapons productions for our war effort. The planet itself appears to be inhabited only by primitive tribal people, and there is no sign of Goa'uld activity in the area. So, you shouldn't run into many problems. We'll be expecting you back in two days. Any questions?

CAPTAIN LANAIR

Um, sir, don't we have better things to do with our time? I mean, couldn't a science team do this just as well as we could? I thought our outposts needed combat assistance?

COLONEL HENDERSON

Captain, if I might point out, questioning the orders of your superiors is not a good way to make friends. But, in answer to your question, the fighting has quieted down somewhat, so assistance in that department is not as necessary.

MAJOR STEVENSON

Plus, I'm not taking a green soldier into a combat situation unless I absolutely have to.

Captain Lanair starts at that and glares at him.

COLONEL HENDERSON

Major Stevenson has a point there.
Throwing you into a frontline situation
right away would be slightly foolhardy.

CAPTIAN LANAIR

But sir! I am fully qualified and ready
for it. I've been training ...

Colonel Henderson interrupts her

COLONEL HENDERSON

Captain, enough. Don't worry, you'll
get to see plenty of action in your
time. Right now would be a good time
for you to practice some patience.
Now, if there are no more questions,
you are scheduled to depart in less than
half an hour. Dismissed.

Everyone gets up and begins to leave. Colonel Henderson keeps Major
Stevenson back as everyone else leaves the room.

Major, keep an eye on Lanair. She's
a real handful, but she's got a lot of
potential. I expect that the two of you
will be good for each other.

MAJOR STEVENSON

I'll do my best sir, but look what
happened the last time I was supposed
to keep an eye on someone.

COLONEL HENDERSON

Major, you really need to stop blaming
yourself for that. It will haunt you
for as long as you will let it.

MAJOR STEVENSON

That's easy for you to say, sir. You
weren't there.

Turns and walks out.

COLONEL HENDERSON

(to himself)

No, I wasn't there, but I had my time
...

INT. GATEROOM - DEPARTURE

The gate is already activated as the team comes in.

LOUDSPEAKER
(Colonel Henderson's
voice)
SG-28, you are cleared for departure.
You know your mission. You are expected
back in 48 hours.

MAJOR STEVENSON
Lets move out.

They all walk up the ramp. Captain Daniels walks into the wormhole. Captain Lanair stops just in front of it and Major Stevenson almost runs into her.

CAPTAIN LANAIR
They never let me get closer than the
control room. It's even prettier up
close.

MAJOR STEVENSON
You get used to it quick enough. Get a
move on it.

He pushes her through the event horizon and quickly follows.

CREDITS

EXT. STARGATE - PLANET P3X-3798

The team emerges on the other side. Captain Lanair falls down as she exits the gate, and Captain Daniels helps her up.

CAPTAIN LANAIR
Thank you. The recomposition was
slightly more forceful than I had
anticipated.

CAPTAIN DANIELS
Sure. And you do get used to it
quickly. It actually becomes boring
after awhile.

CAPTAIN LANAIR
Somehow I can't imagine that!

MAJOR STEVENSON
Lets get a move on it. We've got a long
way to go before we make camp tonight.
Daniels, you take point. I'll bring up
the rear.

CAPTAIN LANAIR
Major, I am perfectly capable of looking
after myself. You two don't need to
feel like you always have to keep an eye
on me.

MAJOR STEVENSON

Captain, you may know a lot more than I do about the workings of the stargate, but while we're out here in the field, you're going to do what I say and not complain about it.

CAPTAIN LANAIR

(sulkily)

Yes sir.

She stares hard at the ground.

MAJOR STEVENSON

Move out.

EXT. TRAIL - LEADING TO MINERALS

They walk on the trail for a long time. Finally, they stop for a break.

CAPTAIN DANIELS

It's weird that we haven't seen any of the natives. Probe data showed that there were several villages nearby.

MAJOR STEVENSON

Well, I'm glad for it. The less native life we see, the less likely there is to be trouble. So I hope they all stay in their wigwams and teepees.

CAPTAIN LANAIR

Major, don't you think that's a bit stereotypical? For all you know, they might be an advanced civilization that just chooses a simple way of life. Like the Nox, that is.

MAJOR STEVENSON

Captain, when you've been in this business for awhile, you'll find out that stereotypes exist for a reason. And even if they are an advanced civilization, I don't feel like dealing with them.
Lets get going again.

EXT. BASE OF ROCKS

MAJOR STEVENSON

Well, this should be pretty close to where the mineral veins were located. I'll scout around for a good campsite. You two go do your stuff. And stay together. Oh, and no complaints about it Lanair. Be back here in two hours.

CAPTAIN DANIELS

Come on. This may take awhile. The mineral readings were somewhat sparse.

Captain Daniels and Captain Lanair head off in one direction and Major Stevenson heads off in the other. Captain Lanair is obviously mad that she is being forced to stay with Captain Daniels.

EXT. TOP OF ROCKS

Captain Daniels and Captain Lanair are looking about, now carrying a good number of samples of rocks. Captain Lanair finds a particularly good one, and carries it over for Captain Daniels to look at

CAPTAIN LANAIR

Hey, look at this! Spectral density measurements suggest that it contains a large concentration of both trintium and naquida. This planet might have even more potential than was thought. If this is what we're finding on the surface, imagine what a mining operation would turn up!

CAPTAIN DANIELS

I say that's enough samples for awhile. Ought to give the lab plenty of stuff to analyze. Let's take a break.

CAPTAIN LANAIR

I'm not tired. You don't need to stop because of me.

CAPTAIN DANIELS

(laughing)

It's not because of you. Major Stevenson has been pushing mighty hard today. I don't know exactly why. And maybe I've been taking it a bit easy since our last mission.

He sits down.

CAPTAIN LANAIR

Well, at least you know how to be nice to a woman without putting her down.

Captain Lanair sits down on a rock facing Captain Daniels

And I know exactly why Major Stevenson has been pushing so hard. I think he's hoping to show that I'm not good enough to be on his team. He won't succeed, though. I'll make sure of that!

CAPTAIN DANIELS

Oh, no. It's not you. I'm really sorry for the way he's been acting. He's rather upset over being put back on duty so soon.

I think he is just taking his anger and frustration out on the most likely target which, unfortunately, happens to be you. Though I must say that at times you present yourself as a bit too easy of a target.

CAPTAIN LANAIR

I don't need you insulting me too.

CAPTAIN DANIELS

I'm not. Just think about it. He's convinced himself that he can't possibly make good command decisions. Now he's out on a mission, and in command again. Then, when he issues a command, half the time you question it. Hey, I haven't been too happy with some of his decisions. But I'm his friend, so I intend to do my best to help him through this. He'll come around to liking you eventually. And when he does, he'll most likely ask for your input. But in the mean time, I'd suggest that you kind of lie low and not make too big a fuss.

CAPTAIN LANAIR

I'll keep that in mind, I guess. What's his problem, anyway?

CAPTAIN DANIELS

Didn't you read the report on his last mission?

CAPTAIN LANAIR

Well, yeah. You all got captured by the Goa'uld. Two of your team members were killed, and SG-1 rescued you two. Kind of tragic, but not exactly unexpected. Your mission was dangerous. And we all know what we signed up for. Danger is just part of the job.

CAPTAIN DANIELS

We all know that our job is dangerous. But you never expect anything to happen to you.

And I guess the mission report didn't say everything. We were captured at night while we were in camp. One of our members tried to free us, and was vaporized on the spot. They then held us and tortured us. And they killed Lieutenant Janet Kolby right in front of us. They somehow figured out that she was special to the major. He kind of thought of her as his sister. As they killed her they kept on reminding the major that all he needed to do to free her was to tell them his command and iris codes. And they promised that she would be restored to full health if he did.

It was horrible. And after she died, they said they would give him time to think things over and would then come back for me. While they were gone, SG-1 came in and rescued us. Ever since then, the major has blamed himself for making poor decisions that ended up causing the death of those two. Janet's death particularly haunts him. And you remind him of her more than a little. So it's kind of like a bad dream for him, considering the possibility that you might get killed too.

He remains silent for awhile, gazing off into the distance.

Well, that's about the size of it.

CAPTAIN LANAIR

I had no idea! I guess that gives me a better idea of what is going on.

CAPTAIN DANIELS

Don't let him know I told you. He wouldn't want you to know.

(pauses)

Well, we'd best be getting back to the campsite.

The two get up and walk off.

EXT. CAMPSITE

Major Stevenson has been busy and has a fire going. The camp is in a small clearing in the woods. He is sitting by the fire when the other two walk up. It is starting to get a bit dark.

MAJOR STEVENSON

Well, did you two bring enough doohickies along to locate the right rocks?

CAPTAIN LANAIR

Sure did. This planet appears to have an even higher mineral concentration than the probe data indicated! There are tons of minerals sitting just right on the surface! I wouldn't be surprised if you moved some naquida-rich rocks just making a place for this camp.

MAJOR STEVENSON

You mean I probably moved millions of dollars out of the way just to get a place to sleep? One of these days I'll kick myself for doing that.

CAPTAIN DANIELS

I'll be turning in early. Didn't realize how out of shape I'd gotten. Bed sure sounds like a good idea to me.

MAJOR STEVENSON

Lanair, you've got first watch. Daniels, any preference for yours?

Captain Lanair looks a bit disgusted, though not too much

CAPTAIN DANIELS

I'll take third.

MAJOR STEVENSON

Then I'll be headed off. We set out for the gate at 07:00.

He takes off his shoes and rolls up in his blanket. The other two busy themselves cooking.

EXT. CAMP - CHANGE OF WATCH

The moon is up, and the shape of Captain Lanair can be seen. Major Stevenson gets up and walks over.

MAJOR STEVENSON

Anything interesting happen?

CAPTAIN LANAIR

Well, three bats have flown by. Oh, and I've been bitten by a whole heap of insects. And while I think of it, this rock has made a permanent imprint on my behind. But other than that, not much.

MAJOR STEVENSON

I'll take over now.

CAPTAIN LANAIR

It's not your watch yet.

MAJOR STEVENSON

I was having some problems sleeping anyway.

CAPTAIN LANAIR

This is one time I won't complain too much about you guys being nice to me.

She moves off to the side of the clearing, and sits down to take off her shoes. Just as she sits down, a scream is heard off in the distance. Instantly, she is back on her feet, grabbing her weapon.

CAPTAIN LANAIR

What was that?

MAJOR STEVENSON

Oh, you know. The local residents. It's the two o'clock wakeup call. Seriously, though, I think you've got about as much of an idea as I do.

Another scream is heard in the distance

CAPTAIN LANAIR

That just ruined my sleep. Hope you don't mind some company.

MAJOR STEVENSON

If you want. But you really don't need to stay up. I'd wake everyone if I thought we were in any danger.

CAPTAIN LANAIR

I'm sure you're used to it, but things like this are kind of spooky. I'll probably stay up until things calm down.

MAJOR STEVENSON

Suit yourself.

Captain Lanair walks about the camp, and finally sits down by the fire. Several more screams are heard in the distance.

FADE OUT

FADE IN:

EXT. CAMP

It is morning, and Captain Lanair is asleep sitting by the fire with a blanket draped over her shoulders. The two men are busy breaking camp and putting the fire out. Captain Daniels walks over and gently shakes her.

CAPTAIN DANIELS

We've got to get going. Grab some food if you want it. We're about ready to go.

CAPTAIN LANAIR

What? That was the shortest night of my life.

She rubs her eyes, and starts to stand up.

Oh. I'll try to remember to not sleep in a sitting position again.

She stands up and massages her neck and shoulders.

MAJOR STEVENSON

Well, now that sleeping beauty is up and about, we can get going.

CAPTAIN LANAIR

Why didn't you get me up earlier? I wouldn't have complained.

CAPTAIN DANIELS

We thought you could use the extra sleep. It was a kind of rough night last night. Not very restful.

CAPTAIN LANAIR

Did I miss anything?

MAJOR STEVENSON

No, just more of the same. Good way to ruin a perfectly good night's sleep though.

They are all packed, and start heading out after putting out the last vestages of the fire.

EXT. TRAIL

They walk along the trail for a long while. When they are about two-thirds of the way back to the stargate they come to the edge of a clearing. In it are Darth Kothar and Knight Shenoa. Darth Kothar steps up behind Knight Shenoa, who is sitting on a stump meditating, and uses the force to throw her flat on her face. She struggles to get up and is promptly thrown to the ground again. Darth Kothar walks up to her, grabs her, and pulls her up. He then punches her in the face, throwing her to the ground again.

Captain Lanair looks quite distressed at what is happening.

CAPTAIN LANAIR

Major, we've got to do something. We can't just let him do that.

MAJOR STEVENSON

I wouldn't mind doing something, but did you see how he threw her around without touching her? We may be a little bit outclassed. Plus, for all we know, he is well within his rights here on this planet. This might be the execution of a criminal.

CAPTAIN LANAIR

Well, then he won't mind stopping for a minute to explain what's going on.

Captain Lanair starts walking out into the clearing.

MAJOR STEVENSON

Captain, stop. What do you think you are doing?

Captain Lanair slows a tad and looks back over her shoulder

CAPTAIN LANAIR

I'm doing what's right and proper.

MAJOR STEVENSON

(sounding helpless)
We should discuss a proper strategy for dealing with this problem.

CAPTAIN LANAIR

By the time our committee meeting is over, that woman will be dead!

She walks out onto the field and toward Darth Kothar. His back is turned, so he doesn't notice. He has Knight Shenoa in his grip, held up against a tree. He punches her in the face again. Captain Lanair stoops, picks up a rock, and continues to advance on Darth Kothar. When she gets about twenty feet from him, she stops and throws it at him. It hits him in the shoulder. He lets go of Knight Shenoa, who slumps to the ground, and spins to face Captain Lanair.

CAPTAIN LANAIR

I'd kind of like to know what is going on here.

DARTH KOTHAR

Leave us before I crush you like a bug.

CAPTAIN LANAIR

You aren't going to scare me off with threats. I want to know what you thought you were doing.

DARTH KOTHAR

That is none of your business. Leave or else you will find yourself in a worse position than she.

CAPTAIN LANAIR

I'm not leaving until you tell me what you are doing.

Darth Kothar tosses her out of the way. Captain Lanair hits the ground, rolls over, and starts shooting. One of the bullets obviously finds its mark because Darth Kothar jumps back, clasps his arm, sommersalts, and comes up with his lightsaber ignited. Knight Shenoa has obviously gotten her wits back because she begins crawling toward the edge of the clearing. Darth Kothar pays no attention to her, and focuses his rage at his assailant. Captain Lanair sends another burst his way, and he deflects the bullets out of the way. Then, without another thought, he charges. She has gotten to her feet and retreats quickly, firing off bursts now and then. He is almost on top of her when Captain Daniels and Major Stevenson open fire from off to the side. The sith is taken by surprise, and begins to retreat, deflecting the bullets that come his way. Knight Shenoa has exited the clearing by this time. Major Stevenson and Captain Daniels begin angling off to get around behind Darth Kothar, and he begins to retreat. They fire off a few more bursts. Obviously, another one of the bullets finds its mark. At this, the sith decides to leave, and begins hastily heading for the edge of the clearing. The team pursues warily. Upon reaching the edge of the clearing, Darth Kothar stops for a moment.

DARTH KOTHAR

Because of this, none of you shall leave
this planet alive!

MAJOR STEVENSON

We'll see about that.

Darth Kothar vanishes into the woods.

Major Stevenson and Captain Daniels quickly come over to Captain Lanair.

MAJOR STEVENSON

Are you all right?

CAPTAIN LANAIR

I'm fine. We should go after the woman.

MAJOR STEVENSON

(relieved, then angry)

We aren't going anywhere until we get
some things straight. I'm the one in
charge here. You don't go charging
off to do things until I give you
permission. You could have gotten
yourself killed there. And now, we've
certainly made an enemy. That's quite
the way to make first contact with the
civilization on a planet.

CAPTAIN LANAIR

I couldn't just stand there and do
nothing. By the time you would have
made up your mind, the woman would have
been dead, and I would never have been
able to forgive myself.

MAJOR STEVENSON

And by acting, you could have been
killed and then I would never have been
able to forgive myself! The choice of
the team's course of action is not up to
you. Until you have your own team, you
are to do what your commanding officer
says.

CAPTAIN LANAIR

Sir, you never ordered me not to do what
I did. And until you order me to do
something, I'm going to do exactly what
I think I should.

MAJOR STEVENSON

Then captain, I am ordering you to do nothing without consulting me for the rest of this mission. Is that understood?

CAPTAIN LANAIR

Yes Sir. You have my formal appology for acting out of line. It will not be repeated.

MAJOR STEVENSON

I certainly hope not.

He pauses for a moment, glaring at her.

Well, I guess we should probably find the woman and determine what we've gotten ourselves into. Did anyone see where she went?

CAPTAIN DANIELS

She went over this way.

He points.

MAJOR STEVENSON

Lead the way.

They start off in the direction that Knight Shenoa fled. They walk into the woods, and have only gone in a short way when she confronts them with an ignited lightsaber. Her face is spattered with blood, and she looks somewhat pale.

KNIGHT SHENOA

You are looking for me, I understand. I must ask you to leave and forget you ever saw me.

MAJOR STEVENSON

I'm afraid that's not going to happen.

KNIGHT SHENOA

Please do so before I must take more drastic action to force you to.

MAJOR STEVENSON

We'll leave, but not until you answer a few questions.

KNIGHT SHENOA

I'm not answering any questions. You should never have helped me. It just put you in danger. Now you must leave to undo the damage you have done. If you won't leave on your own, I will have to force you to leave.

MAJOR STEVENSON

We will leave when we want to, thank you. And something you should know is that people in my line of work aren't real crazy about threats. It kind of gets under our skin, so to speak. Now, answer a few of our questions and we'll leave you alone if you still want.

KNIGHT SHENOA

Never. You must leave.

She staggers a little bit and then regains her balance.

CAPTAIN LANAIR

Are you all right?

Knight Shenoa suddenly faints and falls to the ground.

Sir, she might need some medical assistance

MAJOR STEVENSON

Um, yeah. Not exactly what we had bargained for. You go on and do what you want.

CAPTAIN LANAIR

Me?

MAJOR STEVENSON

Yeah, you. Something tells me that she won't take too kindly to one of us guys wiping up her face when she comes around. Daniels and I will check out her weapon thingie and make certain that that black dude isn't around. Give a holler when she comes around.

Captain Daniels picks up the lightsaber which is extinguished on the ground, and the two men walk off a discrete distance. Captain Lanair gingerly sits down and moves Knight Shenoa into a more comfortable position. She then begins wiping her face off with a damp cloth. She is just about done when Knight Shenoa opens her eyes and starts.

CAPTAIN LANAIR

Hold still there. I'm almost done.

KNIGHT SHENOA

Didn't I tell you all to leave me alone?

CAPTAIN LANAIR

We don't take the answer "No" very well.

KNIGHT SHENOA

Very well, since it seems like the best way to get rid of you, I'll answer a few questions -- briefly.

CAPTIN LANAIR

Major!

Major Stevenson comes over and sits down, as does Captain Daniels. Captain Daniels hands the lightsaber back to Knight Shenoa

CAPTAIN DANIELS

I wouldn't mind knowing why I couldn't activate it.

KNIGHT SHENOA

That hardly seems the most pressing issue.

MAJOR STEVENSON

On that, Daniels, I must agree with her. What I want to know is who that black fellow was.

KNIGHT SHENOA

He was Darth Kothar, a sith of great power, and my mortal enemy.

MAJOR STEVENSON

And who are you?

KNIGHT SHENOA

My name is Shenoa. I am a jedi -- an upholder of peace and order.

MAJOR STEVENSON

So, why was he after you in particular?

KNIGHT SHENOA

He wishes to destroy all that stands for good and freedom.

CAPTAIN LANAIR

I guess that puts us squarely in his sights.

CAPTAIN DANIELS

He's not terribly happy with us at the moment.

KNIGHT SHENOA

I would imagine not. You should not have interfered.

MAJOR STEVENSON

You already said that. But we did, and now he has vowed to not let us off this planet. You wouldn't happen to have a spaceship around here somewhere, would you?

KNIGHT SHENOA

No, mine was destroyed. If you don't have a, as you call it, spaceship, how did you get here?

MAJOR STEVENSON

We came through the stargate. Perhaps you've seen it? Kind of hard to miss. Big round thing with a hole in the middle. That's where we're headed now.

KNIGHT SHENOA

This stargate, is it a portal to other planets?

CAPTAIN LANAIR

Well, sort of. Actually, it created an artificial ...

MAJOR STEVENSON

A technical explanation of the workings of the stargate hardly seems appropriate at this time.

KNIGHT SHENOA

He is right. I must accompany you to this stargate to see you safely through. Darth Kothar will have already read from your minds what your destination is. Since he knows I cannot leave, he will focus his attention on you. Let us go.

CAPTAIN DANIELS

What? Read our minds? What is he, some type of psychic?

KNIGHT SHENOA

He is a sith. We must be going now.

MAJOR STEVENSON

Hey, wait a minute. One moment you are telling us to go away, and now you want to go with us. How do I know this isn't some trick? And why the sudden change of heart?

KNIGHT SHENOA

I must go with you because, as I said, I am a guardian of peace, and if I do not go with you, he will kill you.

MAJOR STEVENSON

You didn't tell me why we should trust you. Besides, it sure seemed like we did fine against him before.

Knight Shenoa waves her hand at Major Stevenson

KNIGHT SHENOA

No more objections. I will accompany you.

MAJOR STEVENSON

(mind trick)

I don't have any objections. You can accompany us.

CAPTAIN LANAIR

Sir?

MAJOR STEVENSON

It's all right. She wants to help us.

CAPTAIN LANAIR

(unsure)

If you say so.

Captain Lanair and Captain Daniels exchange dubious looks.

MAJOR STEVENSON

Captain Daniels, lead the way.

Captain Daniels heads back toward the clearing. Knight Shenoa falls in behind all of them, pulling her hood back over her head.

EXT. TRAIL

The foursome is resting on the trail on the way back to the gate.

KNIGHT SHENOA

He is nearby. I can't let you all get involved in this. Your presence will accomplish nothing. I must face him alone. Interfering will only endanger you more.

MAJOR STEVENSON

Hate to bring up a sore subject, but the last time you two met, he basically walked all over you. If we don't come along, I think it'll just happen again.

KNIGHT SHENOA

That's just because he caught me by surprise. I am his equal.

MAJOR STEVENSON

We're coming along anyway, just to make certain.

KNIGHT SHENOA

I'm sorry. I cannot allow that to happen.

She waves her hand at them and disappears as if cloaked.

CAPTAIN DANIELS

Whoa, how'd she do that?

CAPTAIN LANAIR

It could be some sort of personal phasing technology, or it could be an illusion.

She gets up and walks over to where Knight Shenoa had been sitting. She waves her arm through the air.

Well, I'd guess she's disappeared for awhile. But I've got a good idea where she'll be heading.

MAJOR STEVENSON

Somehow my better judgement says I should tell you to shut up and let Ms. Shenoa do what she wants. But I don't think my conscience will go along with it. Where do you think she's going?

CAPTAIN LANAIR

Well, sir, best I can tell, she wants to fight her assailant. And that guy wants our heads. And he probably knows that we are going to use the stargate to get out of here. So, he's probably going to be waiting around there for us. So, if we head that way, we'll most likely run into the two of them.

MAJOR STEVENSON

I guess that settles it. We're headed for the stargate. But keep your eyes and ears peeled. I don't want to encounter any surprises.

They head down the trail.

EXT. CLEARING NEAR STARGATE

The team comes to the edge of the clearing just in time to see Darth Kothar and Knight Shenoa facing off.

MAJOR STEVENSON

Let's stay here, out of the way, and see what happens. Get in cover so we won't be seen. And stay in radio contact.

Darth Kothar and Knight Shenoa begin to fight as the stargate team moves off into the brush on the edge of the clearing. The battle goes about evenly until the two get into a saber lock. Then Darth Kothar grabs a large stick, through the force, and slams it into Knight Shenoa's knees. She topples backwards, and Darth Kothar pounces at her, slashing fiercely with his lightsaber. She manages to roll out of the way and block further blows, but is unable to get up.

Major Stevenson, crouched in the brush, reaches for his radio.

MAJOR STEVENSON

Now!

CAPTAIN DAINELS

Copy. I'm after you.

CAPTAIN LANAIR

Roger that.

The team comes in with guns blazing. Once more, they take Darth Kothar by surprise, and one or two bullets find their mark. A wild battle ensues as the sith shows that he is a definite match for the stargate team. Finally, Knight Shenoa gets him in a saber lock, backed into a tree. The team quickly closes in on him, guns ready.

DARTH KOTHAR

I shall not rest until I drag your body before my master. We shall meet again.

KNIGHT SHENOA

Brave last words, but I'm afraid ...

DARTH KOTHAR

(laughs)

That's what you think.

Darth Kothar throws her backwards, hits his wrist and disappears in a transporter beam. Knight Shenoa gasps. The entire team stares. Finally, Captain Lanair moves up to her.

CAPTAIN LANAIR

Lets get going before he decides to come back.

MAJOR STEVENSON

No problems there.

Captain Lanair grabs Knight Shenoa's arm and pulls her along as they run toward the gate. Just short of the gate, Knight Shenoa stops. The sound of dialing is heard.

KNIGHT SHENOA

But, if I come with you, that puts you in even more danger.

CAPTAIN LANAIR

I wouldn't worry about it too much. We've majorly ticked him off. Something tells me he'll be out to get us for some time.

The gate activates

So, come on. You don't appear to have many better options.

Captain Lanair grabs Knight Shenoa's arm and leads her up to the stargate where the other team members are waiting.

KNIGHT SHENOA

You're sure this is safe?

CAPTAIN LANAIR

I'm sure. I actually think it's kind of fun!

Major Stevenson rolls his eyes at this remark. They all go through the gate. Just as the last one goes through, the transporter is heard. Darth Kothar materializes a short distance from the stargate. He looks up just in time to see the gate deactivate.

DARTH KOTHAR

(growls)

You have not seen the last of me.

FADE OUT

CREDITS